Fig.1

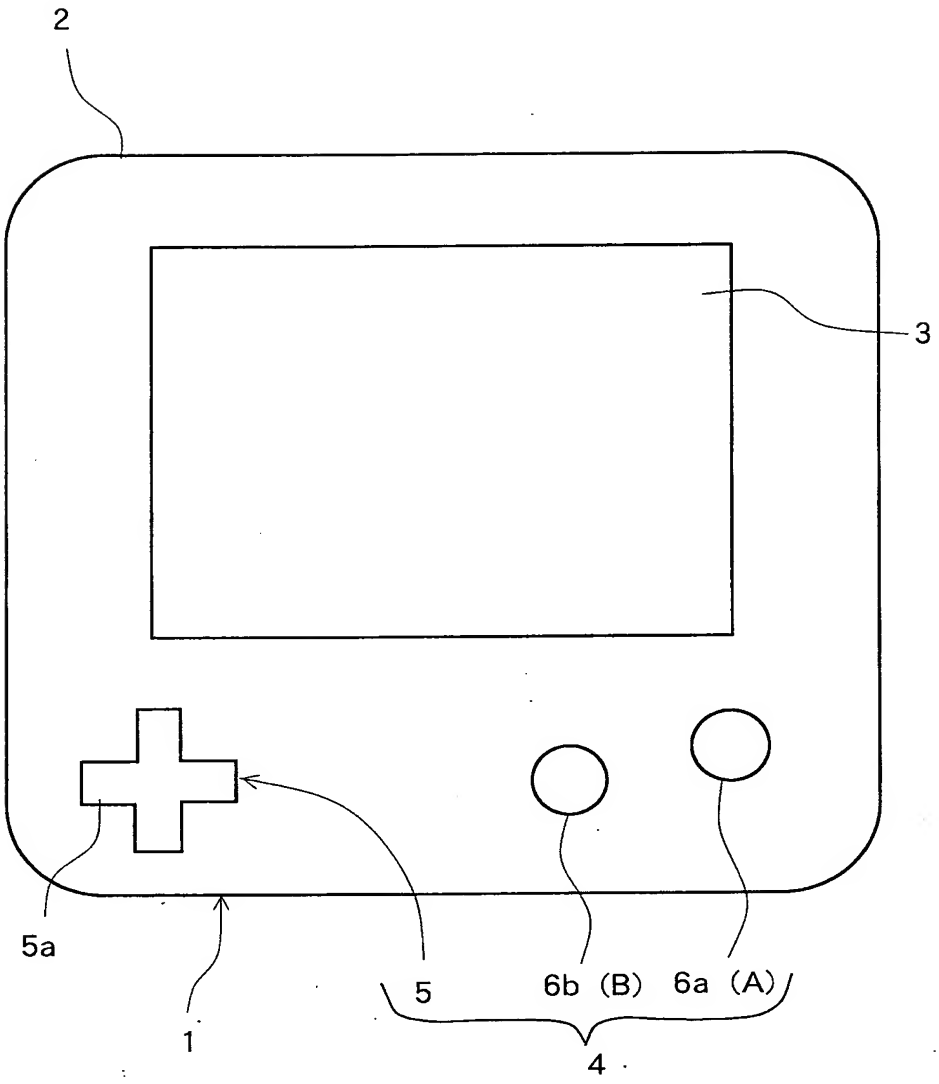


Fig.2

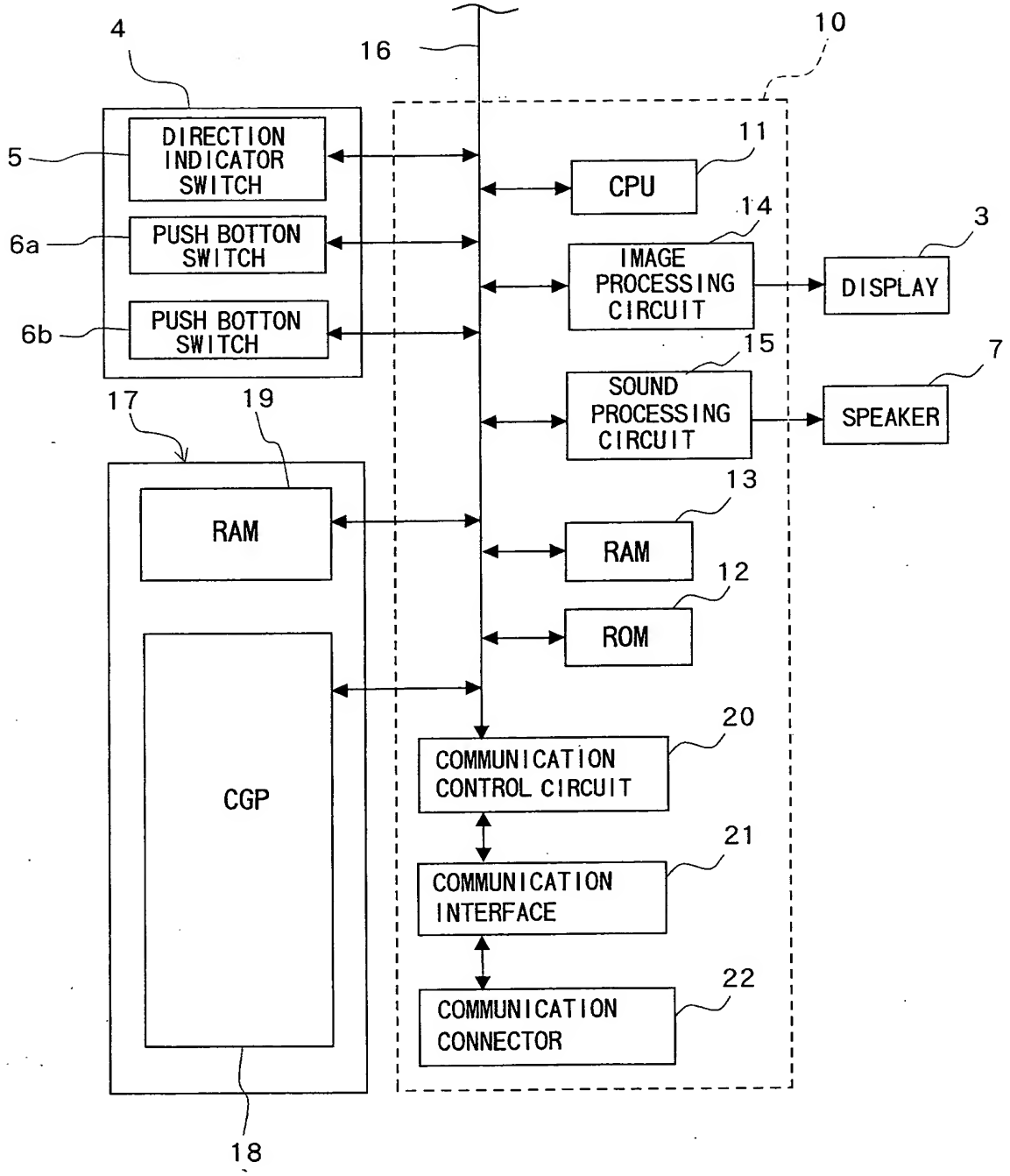

4
16
10
DIRECTION INDICATOR SWITCH
5
11
CPU
PUSH BOTTON SWITCH
6a
14
3
IMAGE PROCESSING CIRCUIT
DISPLAY
PUSH BOTTON SWITCH
6b
15
7
SOUND PROCESSING CIRCUIT
SPEAKER
17
19
RAM
13
RAM
12
ROM
CGP
20
COMMUNICATION CONTROL CIRCUIT
21
COMMUNICATION INTERFACE
22
COMMUNICATION CONNECTOR
18

Fig.3

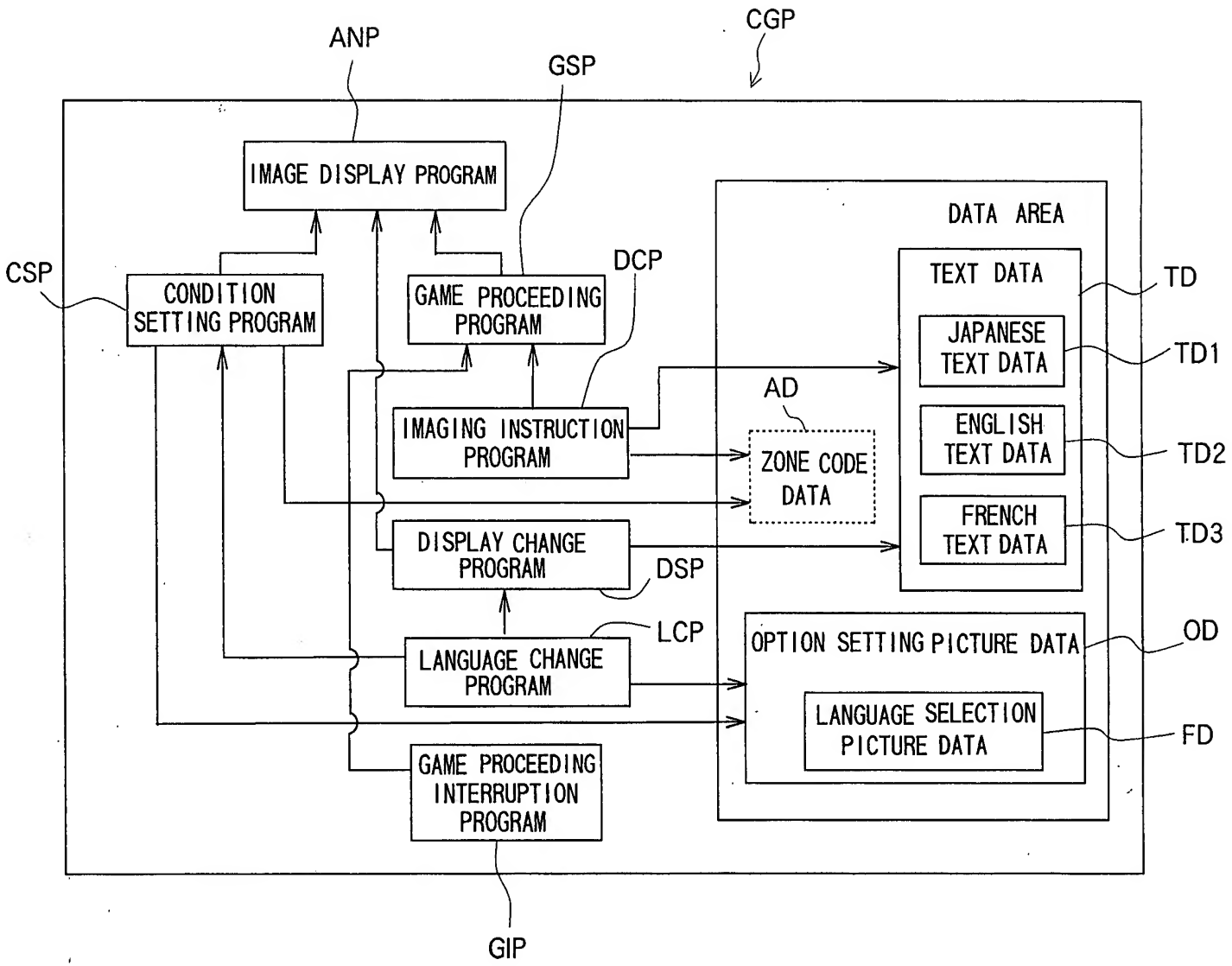

ANP
GSP
CGP
IMAGE DISPLAY PROGRAM
CSP
CONDITION SETTING PROGRAM
GAME PROCEEDING PROGRAM
DCP
IMAGING INSTRUCTION PROGRAM
DISPLAY CHANGE PROGRAM
DSP
LCP
LANGUAGE CHANGE PROGRAM
GAME PROCEEDING INTERRUPTION PROGRAM
GIP
DATA AREA
TEXT DATA
TD
JAPANESE TEXT DATA
TD1
ENGLISH TEXT DATA
TD2
FRENCH TEXT DATA
TD3
AD
ZONE CODE DATA
OPTION SETTING PICTURE DATA
OD
LANGUAGE SELECTION PICTURE DATA
FD

Fig.4

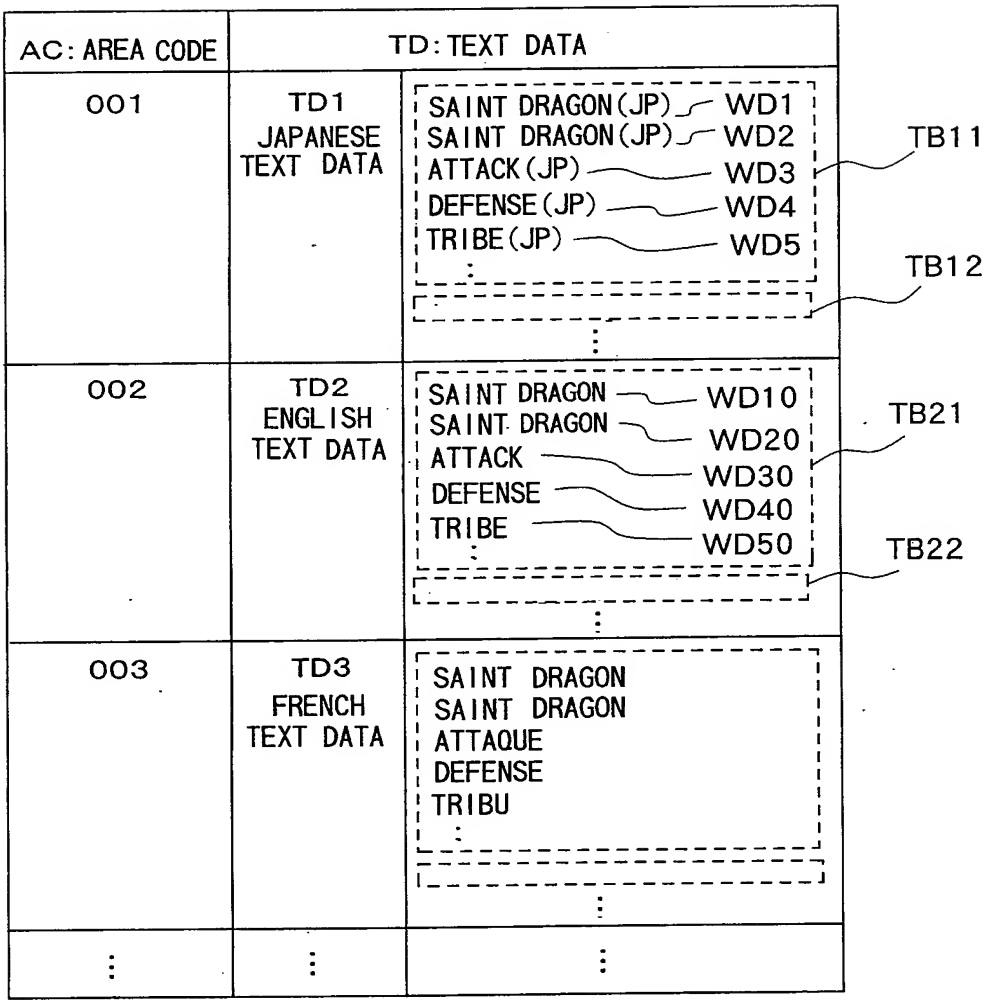

AC: AREA CODE
TD: TEXT DATA
001
TD1
JAPANESE
TEXT DATA
SAINT DRAGON(JP)
SAINT DRAGON(JP)
ATTACK(JP)
DEFENSE(JP)
TRIBE(JP)
WD1
WD2
WD3
WD4
WD5
TB11
TB12
002
TD2
ENGLISH
TEXT DATA
SAINT DRAGON
SAINT DRAGON
ATTACK
DEFENSE
TRIBE
WD10
WD20
WD30
WD40
WD50
TB21
TB22
003
TD3
FRENCH
TEXT DATA
SAINT DRAGON
SAINT DRAGON
ATTAQUE
DEFENSE
TRIBU

Fig.5

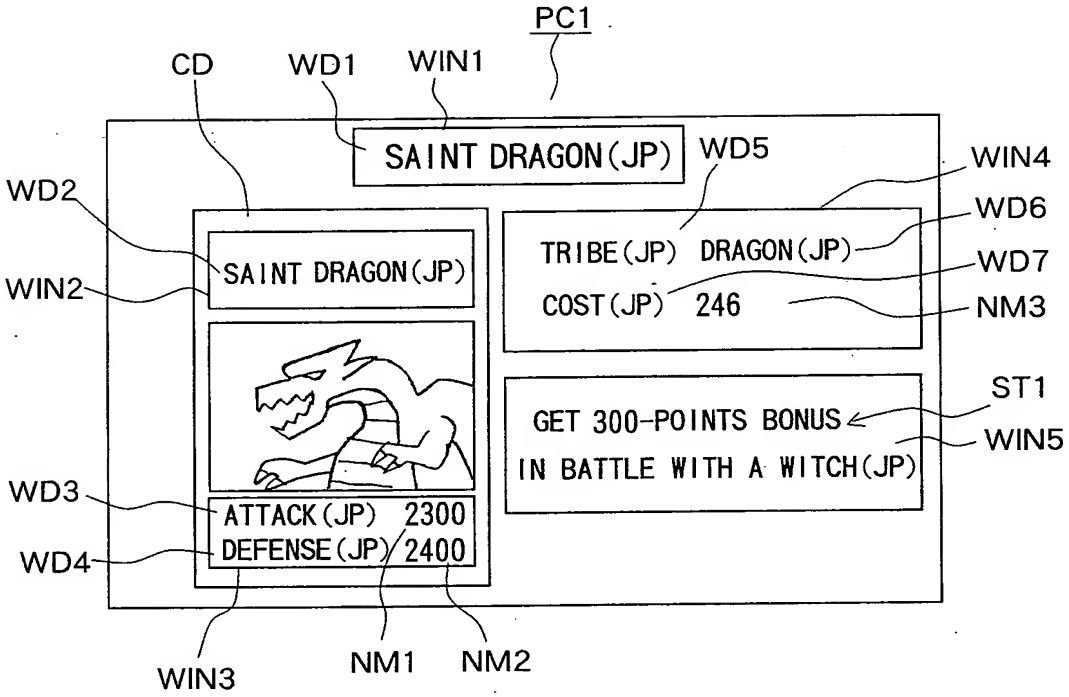

PC1
CD
WD1
WIN1
SAINT DRAGON(JP)
WD5
WIN4
WD2
WD6
TRIBE(JP) DRAGON(JP)
SAINT DRAGON(JP)
WD7
WIN2
COST(JP) 246
NM3
ST1
GET 300-POINTS BONUS
WIN5
IN BATTLE WITH A WITCH(JP)
WD3
ATTACK(JP) 2300
DEFENSE(JP) 2400
WD4
WIN3
NM1
NM2

Fig.6

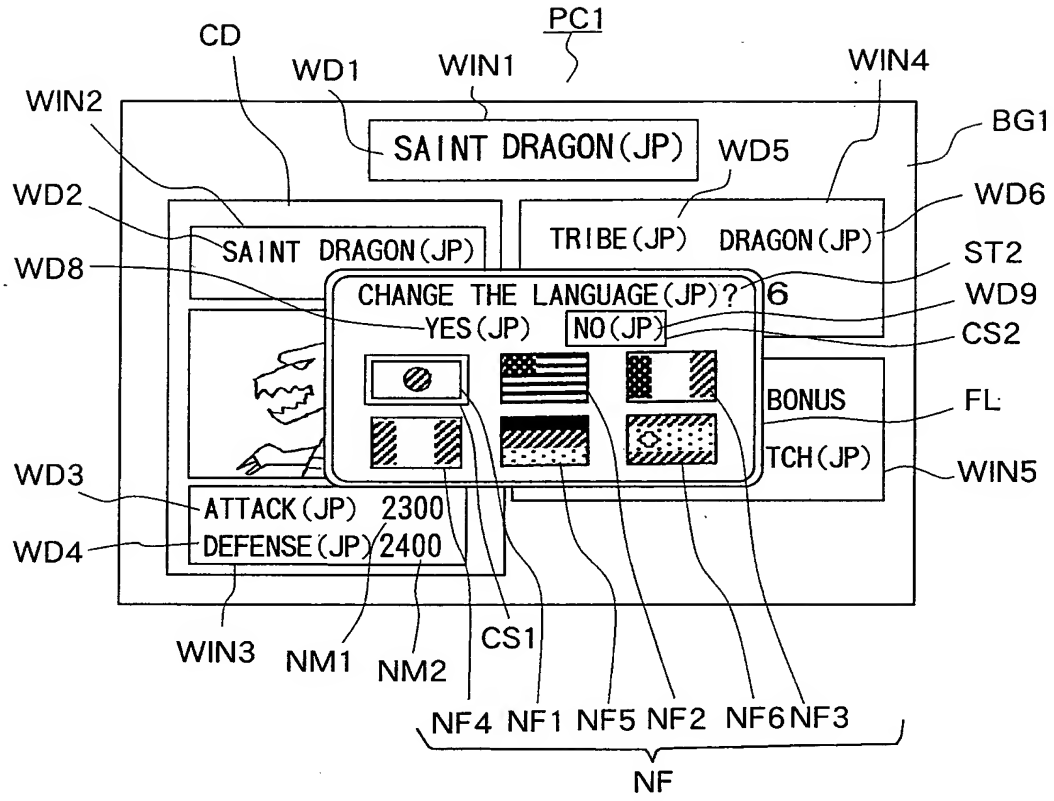

PC1
CD
WD1
WIN1
WIN4
WIN2
BG1
SAINT DRAGON(JP)
WD5
WD2
WD6
SAINT DRAGON(JP)
TRIBE(JP)
DRAGON(JP)
ST2
WD8
CHANGE THE LANGUAGE(JP)?
6
WD9
YES(JP)
NO(JP)
CS2
BONUS
FL
TCH(JP)
WIN5
WD3
ATTACK(JP) 2300
WD4
DEFENSE(JP) 2400
WIN3
NM1
NM2
CS1
NF4 NF1 NF5 NF2 NF6 NF3
NF

Fig.7

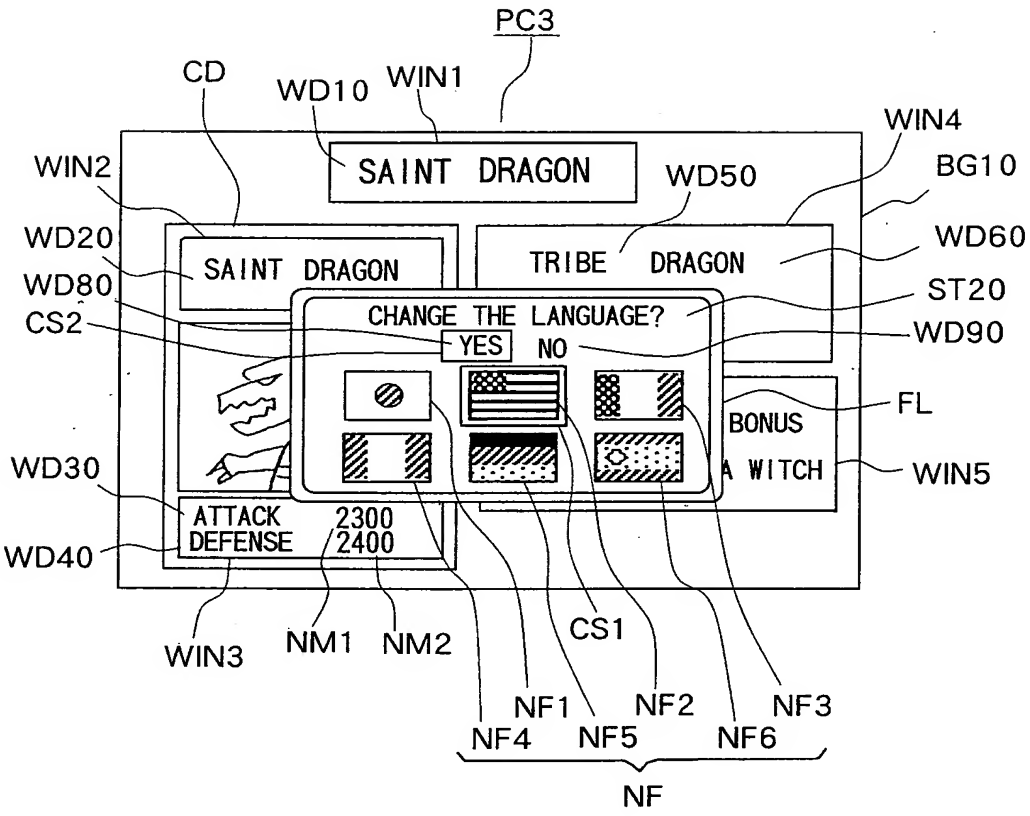
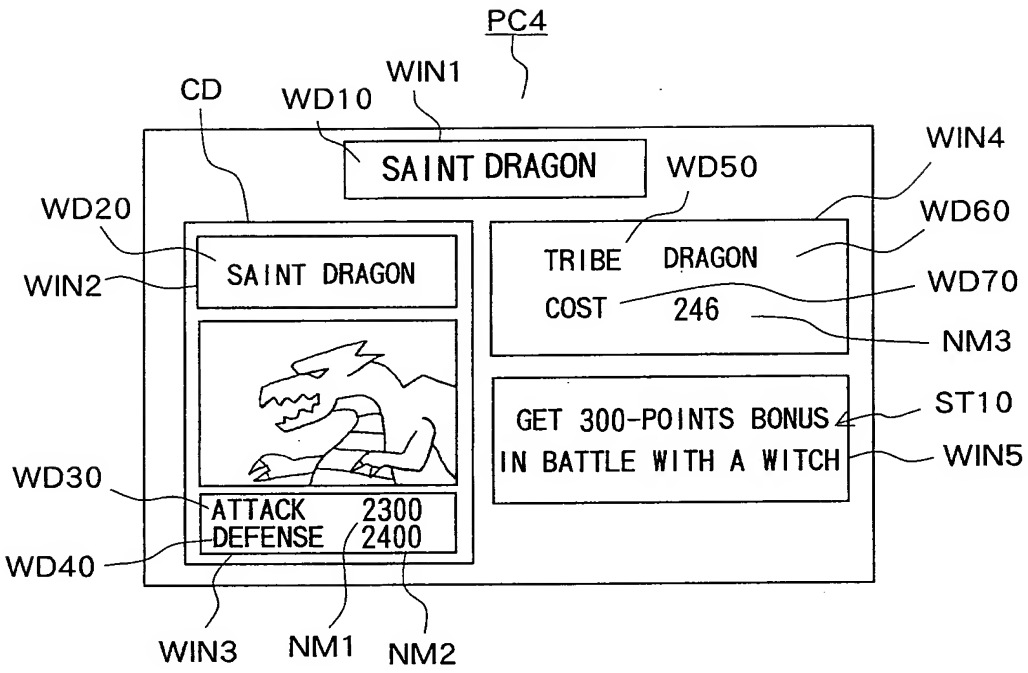

PC3
CD
WD10
WIN1
WIN4
WIN2
SAINT DRAGON
WD50
BG10
WD20
SAINT DRAGON
TRIBE DRAGON
WD60
WD80
CHANGE THE LANGUAGE?
ST20
CS2
YES
NO
WD90
FL
BONUS
A WITCH
WIN5
WD30
ATTACK 2300
DEFENSE 2400
WD40
WIN3
NM1
NM2
CS1
NF1
NF2
NF3
NF4
NF5
NF6
NF

Fig.8


PC4
WIN1
CD
WD10
SAINT DRAGON
WD50
WIN4
WD20
WD60
SAINT DRAGON
TRIBE DRAGON
WIN2
WD70
COST 246
NM3
GET 300-POINTS BONUS
IN BATTLE WITH A WITCH
ST10
WIN5
WD30
ATTACK 2300
DEFENSE 2400
WD40
WIN3
NM1
NM2